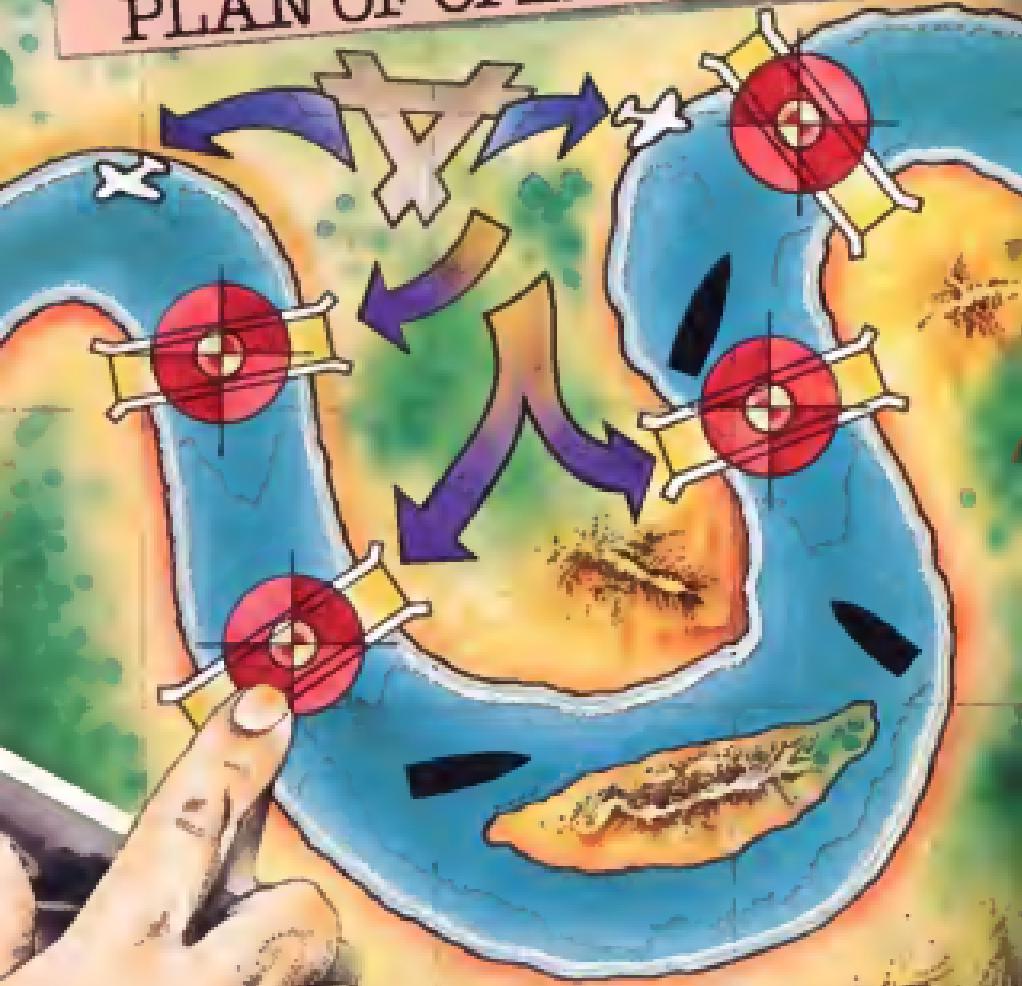


# RIVER RAID™

## PLAN OF OPERATION



[WWW.RIVERRAID.COM](http://WWW.RIVERRAID.COM)

ACTIVISION. HOME COMPUTER SERIES

**YOUR MISSION IS...**to score as many points as possible by destroying enemy battleships, helicopters, fuel depots, jets, land tanks, hot air balloons and bridges before your jet crashes or runs out of fuel.

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## **INITIAL SET-UP**

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1. Insert cartridge into your computer with the power OFF. Then, turn the power ON.
2. Plug a Joystick Controller into Jack 1. When playing with a friend, plug another controller into Jack 2.
3. Select game by pressing the SELECT key or OPTION key. There are 8 variations (see chart).
4. To begin a new game at any time, press the START key.
5. To start the action, move the Joystick or press the red button.
6. Pause the action whenever you like by pressing almost any key on the keyboard. To resume the game, press the key again or press the red button.
7. Turn power OFF before removing River Raid™ cartridge.

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## ORIENTATION

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**The River of No Return.** The river is divided into sections, with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy air, land and water crafts moving in to block your path. Also, the farther down the river you fly, the more harrowing things get.

The current bridge number is displayed on-screen and is an indication of your progress up the river. It is updated whenever a bridge is destroyed. Advanced pilots may start the game at later bridges, bypassing the easier sections of the river. Here are your options:

GAME VARIATION CHART

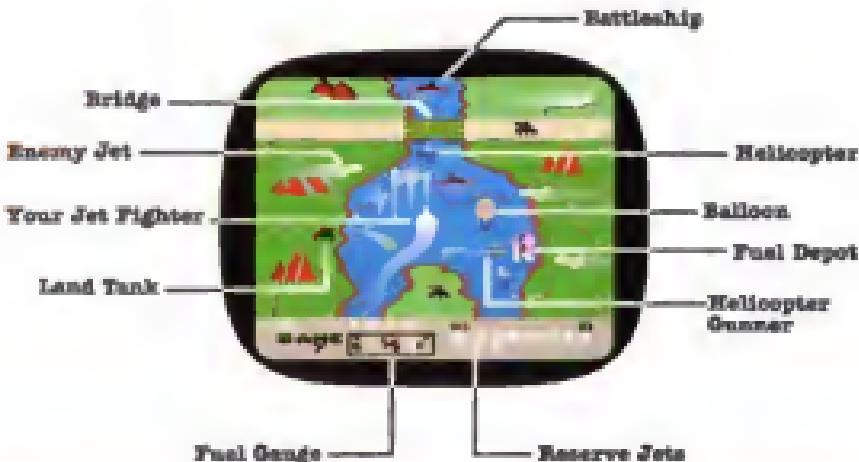
GAME NUMBER	STARTING BRIDGE	NUMBER OF PLAYERS
1	1	ONE
2	1	TWO
3	5	ONE
4	5	TWO
5	20	ONE
6	20	TWO
7	50	ONE
8	50	TWO

**Your Jet Fighter** will bank to the left or right when you move the Joystick left or right. To accelerate, push it forward. To slow down, pull it back. Press the red button to fire missiles (hold for continuous fire).

**Your Squadron.** You'll begin with four jets (one active, three on reserve). With each 10,000-point increase, you're given an additional jet. You lose a jet if it runs out of fuel, or touches anything except a fuel depot or the brown river bank. *River Raid*™ ends when all of your jets are lost.

**Fuel Gauge.** Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below  $\frac{1}{4}$  full, a warning siren sounds to alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. If you don't need fuel, you can blow up the fuel depot. But keep in mind that the farther down the river you fly, the fewer fuel depots you'll find.

**Land Tanks** appear on the road at the first bridge. Beginning with Bridge 7, they'll dodge up to the shoreline and commence shooting. You can fly right through their line of fire, but avoid the explosions they cause on the river.



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## SCORING

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TARGET	POINTS
Battleship	30
Helicopter	60
Balloon	60
Fuel Depot	80
Enemy Jet	100
Helicopter Gunner	160
Bridge	500
Bridge with Tank	750

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## JOIN THE ACTIVISION. "RIVER RAIDERS"

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If you reach a score of 40,000 points or more, you are eligible for the official rank of River Raider. Just send us a picture of your TV screen showing your score along with your name and address, and we'll send you an official River Raider emblem. Be sure to write "River Raid HCS" and your score on the front corner of the envelope.



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## "HOW TO RAID THE RIVER..."

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### Tips from Carol Shaw.



Carol is a first class game designer and a computer science scholar. She's also a serious bicyclist, and can often be found cycling through the wilds of her native California coast. Her recent hits include "Happy Trails" for Intellivision<sup>®</sup>, and "River Raid" for the Atari<sup>®</sup> 2600<sup>™</sup>.

“ The River of No Return holds many special challenges and dangers for would-be River Raiders. You'll not only have to know your assault jet, but you'll need to have a good idea of your basic flight plan before you start.

By knowing the river, pinpointing areas with the highest concentration of enemy, and the most fuel depots, you'll have a much better chance of surviving. Since the river is in sections, try jotting down notes for each important section as flight aids.

Fuel is also a critical factor. When you're far up the river, fuel is scarce. Hence, flying to the next fuel depot should be your top priority.

When you become really skilled, you'll find you can actually blow up a fuel depot right in the middle of refueling. That way, you can gain the points and some fuel at the same time.

Remember that a bridge with a tank on it is worth the most points. Practice timing your bridge approaches so you can fire while a tank is crossing.

If you make it back to Allied territory and need some R and R, kick back and drop me a note. I'm always up for a high-flying tale.

”

*Carol B. Shaw*

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